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COORDINATING EDITORS, LOS ANGELES:
Amanda Morris Conti, Michael M. Conti
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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 3L

ALPHA QUADRANT

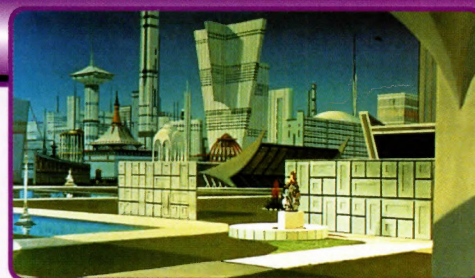



CHARTING
THE GALAXY

EMINIAR VII

CLASS-M PLANET

Eminiar VII, located in star cluster **NGC 321**, is inhabited by a highly sophisticated humanoid society. By 2266, the **Eminians** have been at war with the neighboring planet of **Vendikar** for centuries. These two planets gave up fighting with conventional weapons years ago and chose instead to have a computer-based war, but with real casualties: victims are expected to report to disintegration chambers so that they may be destroyed. One **Federation** starship, the **U.S.S. Valiant**, was lost in this way in 2217. When the **U.S.S. Enterprise NCC-1701** arrives in this area of space in 2266, the ship and its crew are registered as bomb victims and are expected to report for disintegration, but refuse. Although the officials of Eminiur VII are eventually convinced of the need to talk to Vendikar's leaders about a potential peace, millions of **Eminians** and **Vendikans** have perished in this needless conflict.




 The peaceful streets of Eminiur VII show no evidence of the devastating war with Vendikar.

ENNAN VI

CLASS-M PLANET

In 2365, Chief Medical Officer **Katherine Pulaski** shares some ale she procured from **Ennan VI** with her fellow crew members on the **U.S.S. Enterprise NCC-1701-D**. The ale provides an ideal accompaniment to an omelet of **Owon eggs**.

 Dr. Pulaski is particularly fond of Ennan ale, a brown and presumably intoxicating liquid.



EPSILON CANARIS III

CLASS-M PLANET

In 2267, a **Federation** commissioner, **Nancy Hedford**, is assigned to negotiations with **Epsilon Canaris III** to prevent an impending war. While traveling in a shuttlecraft with **Captain Kirk** and **Mr. Spock**, Hedford is diagnosed as having the rare (and fatal if untreated) **Sakuro's disease**. She never makes it to Epsilon Canaris III and is believed to have lived out her days on an unnamed planetoid in the **Gamma Canaris** region.

EVADNE IV

CLASS: UNKNOWN


After an encounter with an unstable wormhole, the **U.S.S. Enterprise NCC-1701-D** sets a course **Evadne IV**. No other **Federation** records of this planet currently exist.

EXCALBIA

CLASS: UNKNOWN

Excalbia is uncharted previous to 2269, when the **U.S.S. Enterprise**, under the command of **Captain Kirk**, is unwillingly used for experiments by the **Excalbians**. The planet is normally poisonous and features molten lava flows, but for Kirk and **Spock's** benefit an artificial environment is created to enable them to breathe. An Excalbian rock creature places the two in a situation pitting good against evil in which they come up against famous historical figures from around the Galaxy, such as **Surak of Vulcan**, **Ghengis Khan**, **President Lincoln**, and **Kahless the Unforgettable**.

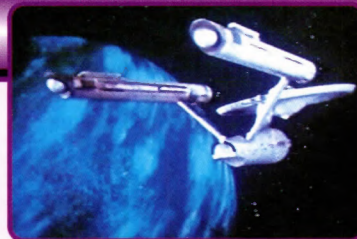



 The rock-based native Excalbians are extremely curious about other life forms, and enjoy creating elaborate scenarios in which they can be studied.

EXO III

CLASS-M PLANET

The surface of **Exo III** is characterized by large surface ice flows, a result of its fading sun. This natural catastrophe forced the surface-dwelling civilization of humanoids to move underground, where they eventually created a race of androids. The '**Old Ones**', as the androids referred to their creators, are eventually wiped out, as are the androids. **Ruk** is the sole exception, and when a famous scientist named **Roger Korby** lands on the planet he discovers Ruk and the equipment to build others like him. Korby uses Ruk to build androids, such as **Andrea**, but he is eventually killed. Before Korby dies, he transfers his identity to an exact duplicate android of himself. When the **U.S.S. Enterprise** arrives at the planet in 2266, **Nurse Chapel** entertains a vain hope that Korby, her one-time fiancé, is still alive. The last three remaining androids on the planet, including the one housing Korby's mind, are discovered by **Captain Kirk** and **Chapel**; all are eventually destroyed.



 The **U.S.S. ENTERPRISE** orbits Exo III. The ice planet appears blue from orbit.





CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3 CARD 3L

ALPHA QUADRANT



CHARTING
THE GALAXY

FAHLEENA III

CLASS: UNKNOWN

The **Valerians**, using their vessel the **Sherval Das**, visit the planet of **Fahleena III** before delivering a valuable energy resource, **dolamide**, to the **Cardassians**.

FARIUS PRIME

CLASS: UNKNOWN

Current **Starfleet** records show little information on **Farius Prime**. One record of the planet occurs in 2370, when a **Galador Freighter** lists Farius Prime as a destination in its flight plan log.

FENDRAUS V

CLASS-M PLANET

This **Class-M** world is governed by a ruling family with an inbred genetic deficiency manifested by a lack of limbs. This situation is similar to the one occurring on **Ramatis III**, where the ruling family lack the ability to hear or speak and communicate with the aid of an interpretive telepathic chorus.

FOLNAR III

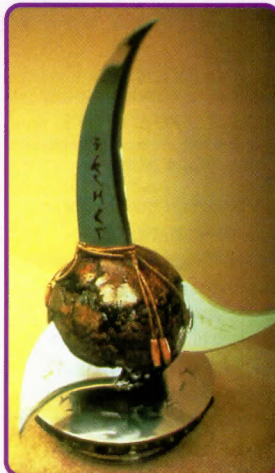
CLASS-M PLANET

Home to the famous **Folnar jewel plant**. This unique plant species secretes a resin, which in turn hardens into a gem. The **U.S.S. Enterprise NCC-1701-D** has at least one of these plants in its arboretum in 2370.

FORCAS III

CLASS-M PLANET

Forcas III is the site of a **bat'leth** competition attended by **Commander Worf** in 2370. Worf returns to the **U.S.S. Enterprise NCC-1701-D** as a champion of the competition. In 2371, **Lt. Commander Data**, complete with his new emotion chip, samples a drink which originates on Forcas III. His emotional response is that the drink is "revolting." However, this does not put him off trying some more.



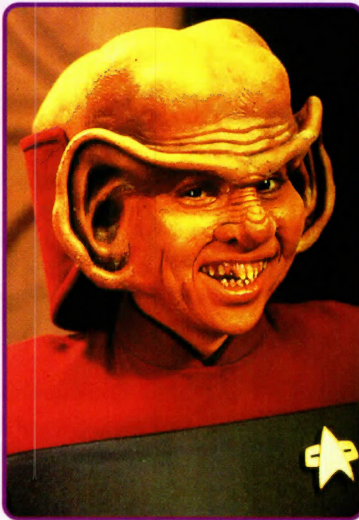
The planet of Forcas III is host to a bat'leth competition, in which Klingons show off their skill and prowess with the deadly ritual blade. The trophy shown here is awarded to the victor; it was won by Commander Worf in the competition of 2370.

FERENGINAR

CLASS-M PLANET

This damp **Class-M** planet is the homeworld of the **Ferengi** race, a patriarchal, bipedal, humanoid species who subscribe to the ideal that greed and the acquisition of money are honorable achievements. These ideas are enshrined in the **Rules of Acquisition**, a list of 285 rules to guide them in the pursuit of profit. The **Ferengi Alliance** is the official name given to the governing body on **Ferenginar**. The **Tower of Commerce** is a prominent building on the homeworld which dominates the skyline; the **Ferengi Commerce Authority** (FCA) monitors all business dealings and has the power to audit its citizens and shut down their businesses if it discovers any deceptions. The money a Ferengi earns in life can even determine where he or she will end up in the afterlife.

Ferengi are characterized by a height average of around 1.5 meters. They have large ears which are very sensitive to touch and sound. Ferengi also have sharp teeth, kept in this condition by a tooth sharpener. Their brains are four-lobed, making them difficult to read telepathically. Males like to dress ostentatiously, while females are forbidden to clothe themselves. In general, females have very few, if any, rights at all.



The Ferengi are not members of the United Federation of Planets as they prefer to remain neutral, thus keeping their options open. But members of the race can join Starfleet.



The surface of Ferenginar is usually damp and misty, but the architecture is impressive and the society has achieved a high level of technology.



Ferengi have large ears and hairless heads. Most males wear an elaborate decoration across the back of their lower skull.

FORLAT III

CLASS-M PLANET

The **Crystalline Entity**, a destructive spacefaring creature of unknown origin, wipes out an entire colony on **Forlat III**. The entity is so powerful that nothing can protect the colonists, not even hiding in caves. The Crystalline Entity feeds off any living thing in its path and then moves on to its next meal, usually another planet.

The deadly Crystalline Entity numbers the unfortunate colonists of Forlat III among its many victims.





The Guide to the STAR TREK Galaxy

FILE 11

CARD 8



KLINGON FOOD

Before or after a good fight, there is nothing that Klingons enjoy more than a hearty feast. Their cuisine may seem unpalatable to other races, but it is certainly rich and varied.

Food and feasting play an important part in Klingon culture, but to most members of the **United Federation of Planets**, and particularly to those of human descent, the words 'Klingon cuisine' are a contradiction in terms.

Yet there are many people outside the Klingon Empire who prefer to savour the most exotic food, and who relish the raw delights of a well-prepared Klingon meal. Like the Klingons themselves, some individuals take special pleasure in ingesting those wonderful worms and animal intestines that form the backbone of basic Klingon meals. Such is the appeal of these dishes outside of the Empire that the Klingon restaurant on **Deep Space Nine**, which serves Klingon delicacies including **braq'taQul**, **tlhl'm'qach**, and **ghlaDst**, is a great success with many of the non-Klingon personnel aboard the station as well as members of the fearsome warrior race.

Keep it raw

Klingons prefer their meals to be lightly cooked or raw, so that the true texture of the ingredients can be fully appreciated. A meal brought to the table still kicking and screaming is met with great approval from Klingon diners.

The dining table is usually

set with a series of small dishes from which the diners eat with their fingers. Although knives and forks with a distinct Klingon design are available, these are more often used by diners of other races.

Strange dishes

No true Klingon menu would be complete without some samples from the following list: **blreQtagh** (bregit lungs), **targ tIq** (heart of targ, a red meat dish), **ro'qegh'lwchab** (rokeg blood pie), **qagh** (serpent worms), **Duran lung Dlr** (Durani lizard skins), **qurgh** (beans), **vln'o'va'qurgh** (finova beans), **tlqnagh lemDu'** (tknag hooves), **Ha'Dibah** (meats), **raHta'** (racht), **naHlet** (nuts and hard fruit), and **q'truyg**, a dessert tart.



▲ targ tIq [heart of targ]

The targ, a furry animal similar to a pig, provides a popular source of meat for the Klingon table.



▲ qagh [pronounced gagh]

Connoisseurs of Klingon cuisine claim that gagh – serpent worms – is a dish best served live.



▲ braq'taQul [pronounced brak'takul]

Many Klingon delicacies consist of worms or eels, which are often still wriggling on the plate.



▲ tlhl'm'qach [pronounced zim kagh]

Amid all the meat, even Klingons eat their share of other foodstuffs, such as this fruit- or vegetable-like dish.

▶ ghlaDst [pron. glast]

This seems to be a kind of seafood; it resembles a slimy oyster.



▲ *When Chancellor Gorkon and his aides are invited aboard the U.S.S. ENTERPRISE en route to the Khitomer peace conference, the table is laid as it would be for a human meal, with napkins, knives, and forks. Romulan ale is served in wine glasses.*



◀ *Despite the table setting, the Klingons ignore the cutlery and use their fingers. This may seem odd and even ill-mannered to humans, but it is perfectly polite in Klingon society. A warrior who can kill an enemy with his bare hands will not worry about getting his hands dirty at the dinner table.*

GALAXY FACTS

A popular after-dinner snack is slimy tongue balls. These are said to be particularly enjoyable with a fine Klingon cordial.

Although heart of targ is a popular dinner table dish, Worf kept a targ as a pet during his childhood.

Klingons find the taste of human food bland and overcooked in comparison with the rich flavors they are used to.

One particular favorite is qagh, a dish of serpent worms, best served live. This is one of the many dishes served to **Commander William Riker** during a **Starfleet-Klingon** exchange program when he is assigned to the Klingon starship, **Pagh**, as second-in-command.

In true Klingon fashion, and to honor their human guest, the dish is served in the traditional style: with the slimy, purple worms still alive and squirming in the thick, hot liquid. To consume a meal that still has the ability to bite back is the true test of a great Klingon warrior. When Riker appears to be having trouble with the food offered, the Klingons suggest that perhaps he would prefer one of the women to breastfeed him instead. As with every aspect of their culture, Klingon meals are a time to prove you fear nothing.

New tastes

While aboard the **Pagh**, Commander Riker also enjoys such favorites as rokeg blood pie, stuffed **toq bah** legs, and the white, wriggling **pipius claw**. He finishes his meal in true Klingon style with a cup of **Dargh** (tea), served in a **Hlq Hlvje'mey**, which is the Klingon word for drinking glass.

But there is one choice delicacy that Riker is not offered during his stay: the



The Guide to the STAR TREK Galaxy

FILE 11

CARD 8

KLINGON FOOD



▼ Cutlery with a distinct Klingon design exists, but it is more often used by members of other races than by Klingons. Klingons prefer to use their fingers to eat directly from the plate.



▶ The ling'ta beast is often skinned and served whole at important Klingon banquets. The long, narrow tables, rich food, and plentiful wine evident on such occasions are reminiscent of the feasts enjoyed in medieval Europe on Earth.

▼ Klingon cuisine is not big on presentation. Creatures are often cooked and served whole, with no attempt to hide what the diner is eating.

famed **Roasted Scarg Haunch**. An exquisite gourmet delight, the meal consists of the flesh of the killer **garbat**, which is marinated in its own blood and treated with 10 exotic spices. While much enjoyed by Klingons, this particular dish is poisonous to humans. As a general rule for experimenting with Klingon cuisine, however, **Dr. Pulaski** once remarked, "If it doesn't hurt them, it won't hurt us."

While Klingon cuisine may not be the most popular choice for a dinner party menu on Earth, the intricacies of Klingon cooking can be mastered by cooks from other races. Keen to ensure her adopted son Worf does not miss out on his Klingon heritage, **Helena Rozhenko** learns how to make rokeg blood pie.

Like most other aspects of Klingon heritage, once one remembers that every meal is another opportunity on which to prove bravery and stamina, the manners associated with them become easier to understand. If you can devour a plate of qagh with the same enthusiasm as a Klingon, you are sure to win his everlasting respect.



▶ Seafood plays an important part in the Klingon menu. This dish resembles the squid and seaweed often served in Chinese cuisine on Earth. The tentacles drape over the bowl's edge.



KLINGON FOOD AND OTHER RACES

Formidable cuisine

Klingon food has spread out from the Empire to other areas of the Galaxy, although it is not among the most popular cuisines with the Federation. However, due to the nature of the relationship between the two organizations, Starfleet officers often become familiar with Klingon food so that it will not come as quite such a shock should they ever need to eat it on diplomatic or exchange missions. Captain Picard claims to have developed a taste for qagh.



▶ Commander Riker has the opportunity to sample several Klingon dishes while onboard the Klingon ship **PAGH** as part of an officer exchange program.

▶ Helena Rozhenko mastered aspects of Klingon cooking for the sake of her adopted son, Worf. She was keen that he would not miss out on his racial heritage.





THE
DOMINION

The Guide to the STAR TREK Galaxy

FILE 16

CARD 3



THE
DOMINION

THE VORTA

The Founders run the Dominion, and the Jem'Hadar do the dirty work. In the middle of the masters and servants are the Vorta, the administrators of this deadly alliance.

The Dominion comprises hundreds of Gamma Quadrant races, but all are under the absolute control of the Founders. To enforce their dictates through military force, the Founders, also known as Changelings, send their Jem'Hadar troops to put down any resistance. But when the situation calls for a political strategy, the Founders call upon the race known as the Vorta.

Strategic alliance

The Vorta are a humanoid race of similar height and build to the many humanoid races of the Alpha Quadrant. They have dark hair and long, pointed ears,

which are ribbed. Their eyes are gray.

They possess limited telekinetic powers: they can generate blue-white energy spheres which are able to thrust an adult human approximately two meters backward.

The Vorta are the voice of the Founders throughout the worlds of the Dominion. They are the Dominion's managers and administrators, the only conduit through which the other races can gain access to the Founders. It is a lofty position, and one that the Vorta earned the hard way.

Centuries ago, the Vorta homeworld, Kaeel, was 'offered' admittance into the Dominion. But the Vorta, a proud and self-

reliant race, refused the offer, not realizing they could ill afford to do so.

The Founders sent the Jem'Hadar to 'persuade' the Vorta to reconsider. The Jem'Hadar acted swiftly, and their attack forces destroyed Kaeel's communication center. Then, showing no mercy, they executed all of the Vorta leaders, and seized control of the entire planet.

A self-reliant race

But, rather than subjecting the defeated Vorta populace to a future of slavery, the Founders made the Vorta serve the Dominion in another way; the Vorta were to become the link between the Founders and the rest of



Meeting the Federation

The Vorta are the public face of the Dominion, and are often the first to contact other races. The first Vorta to meet with the Federation is Enis, who appears to be able to beam in and out of DEEP SPACE NINE at will.

the Dominion.

Throughout their history, the Vorta have been self-confident, even arrogant, in their dealings with other races. They are flexible and quick to react to changing situations, enabling them to

create a strong, self-reliant empire that became the envy of neighboring star systems.

Other races have tried to imitate the Vorta and to usurp their position, but the Vorta are always one step ahead. Most attempts to seize their empire are thwarted before they even begin. Even out of total defeat at the hands of the Jem'Hadar shock troops, the Vorta have rebounded to become a significant player within the Dominion.

IF YOU CAN'T BEAT THEM ... JOIN THEM

Between the gods and the soldiers

The relationship between the Vorta and the Jem'Hadar is a complicated one. Because the Vorta do the work of the Founders, whom the Jem'Hadar consider to be gods, the Jem'Hadar are obliged to obey them. As if this alone was not enough, the Jem'Hadar are also at the mercy of the Vorta

as this race administers supplies of the enzyme ketracel white, which the Jem'Hadar need to survive. If the Jem'Hadar refuse to obey orders, the Vorta could deny them access to the enzyme, causing illness and, eventually, death. Within the Dominion, every race knows its place.



Surrounded by Jem'Hadar soldiers, Kilana has nothing to fear from anyone. The Jem'Hadar are absolutely loyal to the Founders and will obey their orders. But they do not have the same respect for the Vorta as they do for the Changelings.

Kilana tempts Sisko with food served to her on a tray by a Jem'Hadar soldier. The position of the Jem'Hadar in the Dominion is little more than that of slaves, and the Vorta have no intention of treating them in any other way.





The Guide to the STAR TREK Galaxy

FILE 16

CARD 3

THE VORTA



When the Jem'Hadar are due for their ketracel white, the Vorta can keep them waiting for as long as they like, thus reminding the soldiers of their lowly position in the Dominion.



Perhaps their most powerful position comes from their relationship with the Jem'Hadar. Although the Founders' genetically-engineered soldiers defeated the Vorta, the soldiers enjoy no mastery over this race of wily administrators. The Jem'Hadar are the slaves and the lapdogs of the Dominion, and this is

reinforced by the current relationship between the two races: the Vorta enjoy a position similar to army officers, while the Jem'Hadar are the enlisted men under their command. Jem'Hadar groups nearly always travel with a Vorta administrator who gives the orders and, more importantly, keeps and distributes the ketracel

white on which the Jem'Hadar depend. This helps to ensure that the Jem'Hadar know their place, and continue to obey the Vorta, who they do not consider to be gods in the same way that they do the Founders. The Jem'Hadar have little respect for the Vorta, and are not afraid to kill them when they step too far out of line.

There is always one Vorta in command of a **Jem'Hadar Warship**, usually in charge of more than 40 Jem'Hadar soldiers. But while they accompany the Jem'Hadar into the front lines, their lives are not as expendable as those of the soldiers; Vorta bodies can be cloned, and, if one is lost, the personality lives on in another. **Weyoun**, who often accompanies **Gul Dukat** on official business, is on his fifth body. Whether this is an ability the Vorta have always possessed, or whether it has been passed to them by the Founders, is unknown.

The Vorta and Starfleet

Many Gamma Quadrant traders who have had dealings with the Dominion communicate only through the Vorta, and have no idea who they report to. When

GALAXY FACTS

- ▶ The meals eaten by the Vorta are called **Kalivos**.
- ▶ Since females, as well as males, take command roles on Dominion missions, it can be assumed that equality of the sexes exists on **Kareel**.
- ▶ Many races in the Dominion have only ever dealt with the Vorta.

the Jem'Hadar make their first threat against the Federation, the Dominion attempt – unsuccessfully – to place a Vorta spy, **Enis**, on **Deep Space Nine**. When Starfleet attempts to contact the Founders to let them know that they mean no harm, a Vorta male named **Borath** claims he is a Founder and plays out an elaborate hoax on the crew of the **U.S.S. Defiant** before the truth is revealed.

To date, **Starfleet** has encountered only a few Vorta personally; none of them appear to be trustworthy.

Enis

Enis is the first Vorta to meet with Starfleet personnel. When Captain Benjamin Sisko is captured by the Jem'Hadar, she pretends to be a fellow prisoner and tells him details of her people's historical background. Presumably, the Dominion want the Federation to know all about the Vorta.

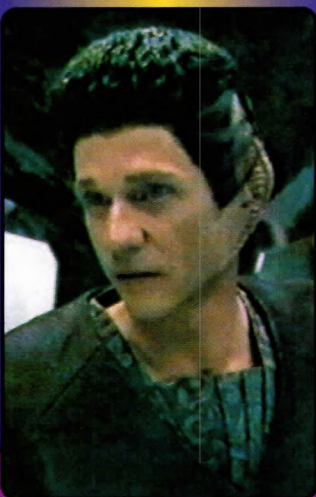
▶ When the truth is revealed, Enis appears to vanish into thin air.



Borath

Borath is a Vorta who poses as a Founder during an elaborate hallucinatory scenario played on the captured crew of the **U.S.S. Defiant**. At the time, Starfleet is unaware that the real Founders are the Changelings and so have no reason to doubt him until the deception is revealed.

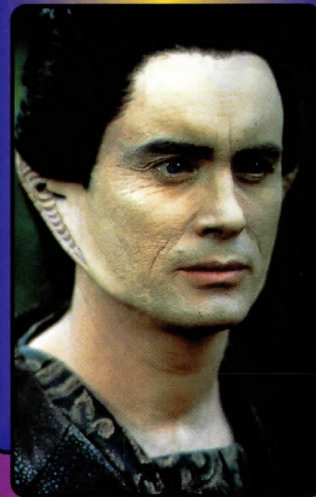
▶ Borath wants to learn how Starfleet will react to the Dominion threat.



Weyoun

Weyoun is first encountered in charge of a group of Jem'Hadar tasked with tracking down renegade members of their own race. He has now become more familiar as a constant Dominion presence alongside the Cardassians, the first Alpha Quadrant race to join the Dominion.

▶ Weyoun is never far behind Gul Dukat, the Dominion's newest ally.



Kilana

Kilana is a female Vorta in charge of a Jem'Hadar ship. She lays siege to Captain Sisko when he is trapped inside a crashed **Jem'Hadar Warship**, and refuses to negotiate with him. When a Founder hidden inside the downed ship dies, her Jem'Hadar group commit suicide in shame.

▶ Kilana's refusal to cooperate proves to be extremely costly.





NAME:

U.S.S. ENTERPRISE NCC-1701-D

FACILITY:

TRANSPORTERS

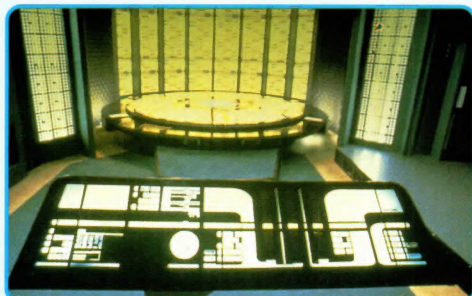
LOCATION:

VARIOUS DECKS

On a *Galaxy*-class ship the size of the *U.S.S. Enterprise NCC-1701-D*, efficient ship-to-ship and ship-to-ground transportation is essential. Instantaneous access needs to be provided to more than one section of the ship for both personnel and cargo and, in order to achieve this, the ship has a number of transporter rooms and platforms located in various areas on several decks. In addition to the transporters used in day-to-day operations, the *Enterprise* also contains further emergency transporters to be used if and when required.

Locations and access

Crew members and their guests gain access to the *Enterprise* via one of four personnel



The main transporter room is clean and spartan, ensuring that visitors' first view of the ship is uncluttered. When not in use, the room looks rather bleak.



Nearly all visitors to the ship are beamed aboard by transporter. Under normal circumstances, they face outward into the room as they materialize.



The transporters can be used to beam in family and friends as well as visiting dignitaries and returning away teams. Here, Worf greets his adoptive parents.

transporter rooms located on Deck 6 of the **saucer section**. These are all located in the very centre of the ship, two at each end of the vessel's central core. **Turbolifts** close to the transporter rooms provide quick and easy access to and from all other important areas of the ship, including direct vertical access to the bridge on Deck 1, the officers' quarters on Deck 2, and the main shuttlebay on Decks 3 and 4.

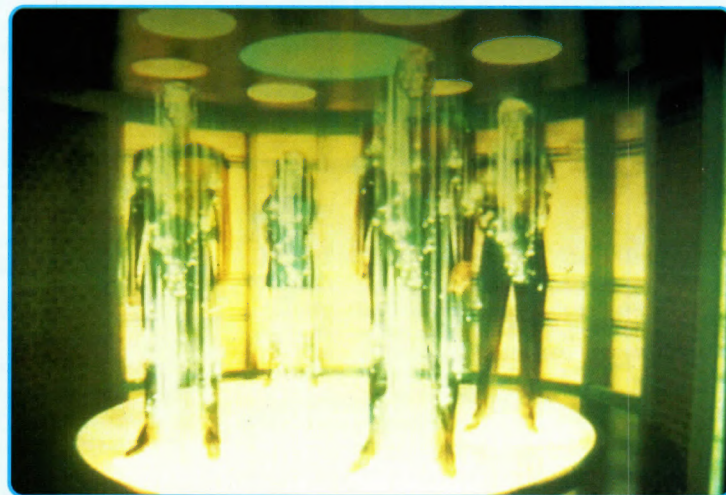
Two additional personnel transporter rooms are located on Deck 14 in the **engineering hull**. These are again located in a central position which provides convenient access to the main areas of the ship. Under normal operating conditions, however, the majority of personnel are beamed aboard the ship to the saucer section.

Cargo bay transporters

By the 24th century, most cargo and supplies are beamed aboard starships rather than being brought in by shuttlecraft. The *Enterprise's* cargo bays contain their own transporter platforms, ensuring that the supplies are beamed to the most convenient location: directly to where they need to be unloaded or stored. This is especially convenient for supplies which simply need to be delivered from one starbase or planet to another, as they can be beamed onto the ship at the beginning of the journey and beamed off at the required destination with minimal time and effort expended by the ship's crew.

The cargo transporters on the *Enterprise* are located on two decks. Four low-resolution transporters are utilized by the cargo bay complex on Deck 4 of the saucer section, with a further four located in the cargo bay complex across Decks 38 and 39 of the engineering hull. These transporters are usually set for non-life form transportation only, but they can be modified for use by biological organisms if required. This is

The control panel for the transporter appears to contain a baffling amount of data, but this is necessary to ensure that all beaming is carried out precisely and safely.



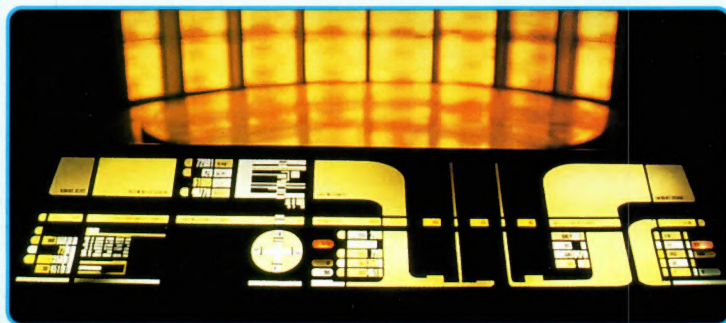
Transporters are the most convenient way to travel. They provide instantaneous transport from ship to ship, ship to planet surface, and even from one area of the ship to another. This saves time and energy, and ensures that all missions are carried out with maximum efficiency.

achieved by increasing the transporters' resolution, and results in a corresponding decrease in the mass they are able to transport at any one time.

Emergency evacuation

The *Enterprise* is equipped with a series of emergency transporters which can be used for evacuating personnel off the ship in the event of an emergency such as a warp core breach. With more than 1,000 crew stationed on the *Enterprise*, the ship must be equipped with transportation facilities capable of dealing with large numbers of personnel in a short time.

Galaxy-class ships are fitted with six emergency transporters; four in the saucer section and two in the engineering hull. These transporters can be used for beaming personnel off the ship only: they cannot be used for beam-up as they are fitted with scan-only phase transition coils. The emergency transporters are designed to operate at reduced power levels and have a range of only 15,000km, whereas the regular transporters can beam personnel across distances of up to 40,000km. The emergency transporters provide a supplement to the regular platforms and can be used at the same time or independently.





▲ **Chief Miles O'Brien is the Transporter Chief of the U.S.S. ENTERPRISE NCC-1701-D. It is his job to ensure that the transporters run smoothly at all times.**

Both the regular and the emergency transporters are linked to 17 emitter array pads located on the *Enterprise* hull. These ensure that transporter signals can pass on and off the ships with 360 degree coverage in all axes.

Evacuation to and from the ship

In the case of an emergency evacuation to the ship, all six regular transporters are used simultaneously. The main limitation is imposed by the duty cycle of the transporters which require, on average, 87 seconds cooldown time following every transport. Allowing for this, the *Enterprise* is able to beam personnel aboard at a rate of approximately 700 individuals per hour. If the cargo transporters are reconfigured for personnel beam-up, this can be increased to a rate of 1,000 per hour.

Evacuation off the ship can be achieved at an even higher rate by use of the six additional emergency evacuation transporters. Combined, these can beam 22 personnel away at a time, increasing the numbers beamed off the ship to

1,850 individuals an hour. The entire starship crew could thus be beamed off the ship in just over half an hour.

As the emergency transporters operate on lower power than the regular transporters, they can often still be used when the main transporters are offline. Because of the lower power requirements, these units also have a shorter recovery time; by using the emergency transporters only, the rate of transport is approximately 1,000 individuals per hour.

Transporter operation

As transporter operations are extremely complex, and even the slightest error could result in death, most of the process is automated. However, to ensure safety, the

operations are usually supervised by a Transporter Chief, who will verify the transporter lock and system readiness. Transporter Chief is a very important job which demonstrates a high level of responsibility and awareness. Those who have served in this post often progress to even more important roles, such as **Miles O'Brien**, who after serving as Transporter Chief of the *Enterprise* is promoted to Chief of Operations on the space station **Deep Space Nine**, a position equivalent to that of Chief Engineer on a starship.

Transporters are precise and, by the 24th century, almost entirely risk-free. They deliver personnel to convenient areas of the ship and into the middle of the action on nearby planets, enormously increasing mission efficiency.

TRANSPORTER PROBLEMS

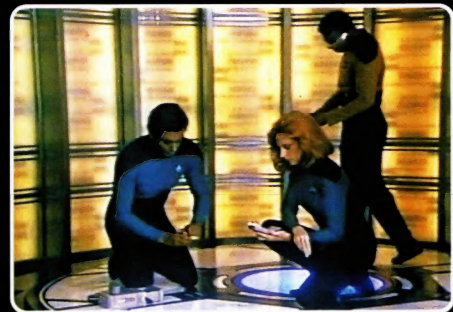
When things go wrong

Transporter safety has increased significantly over the years, and there is no longer any real reason for users to feel apprehensive about undertaking this kind of journey. Nonetheless, some Starfleet personnel do feel uneasy about using transporters and, while every effort is made to help them overcome their fear, their colleagues are also urged to understand. Dr. Kate Pulaski, Chief Medical Officer on the U.S.S. *Enterprise* NCC-1701-D in 2365, prefers to use a shuttlecraft for journeys on and off the ship even though this takes longer than the instantaneous beaming of a transporter. Where it does not interfere with the efficiency of a mission, fear of transporters, no matter how irrational it may seem, is mostly tolerated.

However, even the safest system in the universe will be prone to the occasional problems and, considering how intricate transporter technology is, it is amazing how few problems do occur. The two most memorable events in the history of the *Enterprise's* transporters both, by coincidence, involve the Romulans.

On Stardate 44390.1, the Vulcan Ambassador T'Pol is believed killed in a transporter accident when she is beamed from the *Enterprise* onto a Romulan ship. However, it is later discovered that no such accident has occurred: T'Pol reaches the Romulan vessel safely, but her 'death' has been faked to cover up the fact that she is actually a Romulan spy.

On Stardate 45892.4, the interaction of



▲ **When it appears that a Vulcan Ambassador has been killed in a transporter malfunction, the crew must carry out a detailed analysis of the pad.**



▲ **An odd reaction between the effects of a Romulan interphase cloak and the ship's transporters renders Ro and La Forge invisible to other crew members.**

the transporters with an experimental Romulan cloaking device causes Geordi La Forge and Ro Laren to become cloaked and invisible. Luckily, they are soon restored to normal and suffer no lasting side effects.



▲ **When beaming into potentially hostile situations, the away team will take up defensive positions on the transporter pad prior to beam-out, enabling them to arrive ready to fight.**



▲ **Some people, such as Lt. Reg Barclay, develop a fear of transporters and prefer not to use them. Although the transporters are complicated machines, there is no real reason to be afraid.**



▲ **On one occasion, Barclay's fear proves founded: the creatures he claims to see in the transporter do actually exist, and are not just a product of his paranoia, as is first assumed.**

Romulan Battle Cruiser: Improved Cloaking Device

When the crew of a *Romulan Battle Cruiser* discover a Federation starship trespassing in their space, it is up to the Commander to decide whether or not to believe the dubious excuse for its presence.

Toward the end of the 2260s, the **Romulan Star Empire** and the **Klingons** enter into a brief alliance. The friendship is shortlived, but both sides gain from an exchange of technology: the Romulans supply the Klingons with cloaking technology, and in return they receive a number of superior **D-7 Battle Cruiser** ships. Unlike the *Romulan Bird-of-Prey*, these *Battle Cruisers* are equipped with warp engines, and also have advanced firepower in the form of phase-disruptor armaments.

Attracting the Federation's interest

On **Stardate 5027.3**, the crew of one such *Romulan Battle Cruiser* find themselves on the wrong end of a **Federation** plot to steal an example of the recently improved cloaking device. In convoy with two similar ships, the *Battle Cruiser*, under the charge of a female Commander and her second-in-command,

Before Captain Kirk takes the U.S.S. ENTERPRISE across the Neutral Zone, Starfleet Intelligence reports that the Romulans are now using Klingon ships. The new BATTLE CRUISERS are a vast improvement on the older ROMULAN BIRD-OF-PREY.

Subcommander Tal, is traveling near the border between Romulan space and the Neutral Zone when they come across a Federation vessel. This ship, the **U.S.S. Enterprise NCC-1701**, has crossed the Neutral Zone and entered Romulan space – in direct violation of the peace treaty. Rather than destroy the ship immediately, the Romulan Commander decides instead to take it prisoner; delivering such a

The lead ROMULAN BATTLE CRUISER is commanded by a woman. She believes that if she captures the U.S.S. ENTERPRISE she will be rewarded with more power.

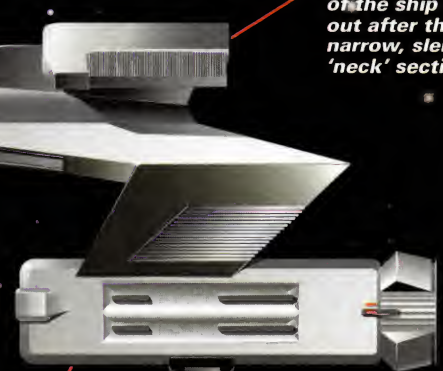


PORT VIEW



The front of the ship is a bulbous 'nose' section which contains the bridge.

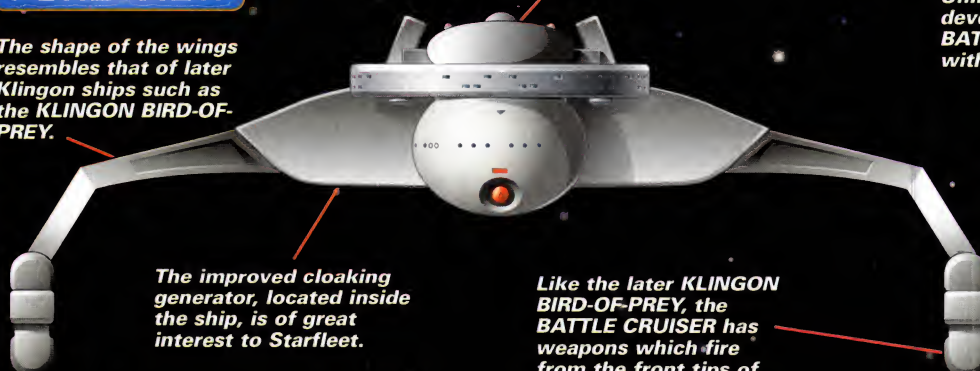
The interior of the **BATTLE CRUISER** has been redesigned to be more comfortable than its Klingon counterpart.



The 'body' section of the ship bulks out after the narrow, slender 'neck' section.

FORE VIEW

The shape of the wings resembles that of later Klingon ships such as the **KLINGON BIRD-OF-PREY**.



The improved cloaking generator, located inside the ship, is of great interest to Starfleet.

Like the later **KLINGON BIRD-OF-PREY**, the **BATTLE CRUISER** has weapons which fire from the front tips of the engine nacelles.

Unlike the ships the Romulans developed for themselves, the **BATTLE CRUISER** is equipped with warp engines.

ROMULAN BATTLE CRUISER

First recorded:	2268
Length:	228 meters
Speed:	Warp and impulse engines
Features:	Improved cloaking device

Romulan Battle Cruiser: Improved Cloaking Device



▲ The Captain and First Officer of the trespassing Federation vessel are brought aboard the ROMULAN BATTLE CRUISER for questioning.



▲ Three ROMULAN BATTLE CRUISERS decloak and surround the U.S.S. ENTERPRISE. Crossing the Neutral Zone and entering Romulan space constitutes an act of war, but the ship's crew claim they are not on a spying mission: they say their presence here is a mistake.

▲ Officers inside the ROMULAN BATTLE CRUISER can talk to each other from different areas of the ship via communication devices located at approximately head height and found at regular intervals.



▲ In her private quarters, the Romulan Commander entertains Mr. Spock. She tells him that, as a Vulcan, he is superior to his human colleagues.

famous ship as the *Enterprise* intact to the Romulan authorities will increase her power, and she decides that this is a much more attractive prospect than simply destroying it.

Subcommander Tal opens communications with the Federation ship. He gives the crew one hour to surrender, and invites their commander, **Captain Kirk**, and First Officer, **Mr. Spock**, to beam aboard the *Battle Cruiser* to discuss the situation. In return, two Romulan crewmen are beamed aboard the *Enterprise*, to reassure the **Starfleet** crew that their Captain and First Officer will not be harmed.

Once aboard the vessel, the Starfleet officers are taken to what appears to be the Commander's ready room. The room itself is decorated in warm reds, purples, and pinks, far more reminiscent of the interior of other Romulan ships such as the **Romulan Bird-of-Prey** than of the austere rooms generally associated with Klingon vessels. It is clear that the Romulans have refitted these Klingon-built ships to suit their own tastes.

Underhand tactics

The Commander sits in a large, padded leather chair behind a low desk which contains a communications viewer. Here, the Commander confronts Kirk and Spock. Spock claims that Kirk was acting irrationally due to stress, but the Commander does not believe his story and thinks it far more likely that they are spying. Kirk is taken to the brig, an empty room contained by a transparent forcefield which injures him when he throws himself against it. **Dr. McCoy** is beamed into the brig to treat him, and at the same time corroborates Spock's story of the Captain's mental instability. Kirk then attacks Spock, who appears to kill him with a 'Vulcan death grip'.

The Romulans order the *Enterprise* to follow their flagship into Romulan space, where they will be handed over to the authorities; they are prepared to believe that the crew were only following orders and will not harm them. **Scotty**, who has been left in command while Kirk and Spock are off the ship, refuses. He claims that he will destroy the *Enterprise* rather than let it fall into Romulan hands.

While Kirk's body is returned to his own ship, the Romulan Commander entertains Spock in her quarters. Relaxing on comfortable purple



▲ Subcommander Tal contacts the U.S.S. ENTERPRISE. The room behind him more resembles a ROMULAN BIRD-OF-PREY bridge than the interior of a Klingon ship.

couches, she tells him that he is superior to his human colleagues, and suggests that the only reason he has not been offered his own command is because he is Vulcan. Her flirtations seem to work: Spock responds to her advances and also to suggestions that he should betray the *Enterprise*.

But Spock's apparent collaboration is a ruse to keep her occupied while Kirk, still alive and now disguised as a Romulan centurion, steals her ship's cloaking device. She realizes the truth too late to prevent the theft, and finds herself beamed back to the *Enterprise* with her guest when his colleagues retrieve him. With the cloaking device fitted to their own ship, the *Enterprise* crew are able to evade the Romulans and escape back into Federation space – where the cloaking device and the Romulan Commander will be delivered into the hands of the Federation.



▲ While the Commander's attention is diverted, a disguised Kirk makes his way to the cloaking generator. The ship's corridors are stark and empty.



▲ The cloaking generator is located in a small room with surprisingly little security. It is a spherical machine which resembles a white, glowing globe.



FILE 43 STARFLEET PERSONNEL

Spock: Science Officer

Mr. Spock chose Starfleet over the Vulcan Science Academy. The decision angered his father, but ensured that the *U.S.S. Enterprise* gained an exceptional Science Officer.

As Science Officer aboard the *U.S.S. Enterprise NCC-1701*, Mr. Spock's duties range from advising the captain on planetary conditions to analyzing incoming sensor data. Spock's personal knowledge of cultures, technology, and natural phenomena is nothing short of encyclopedic, and as such he is an invaluable resource to **Captain James T. Kirk**.

By the year 2267, Spock has earned the **Vulcan Scientific Legion of Honor** and has been decorated twice by **Starfleet Command**. He is also

classified as an **A7 Computer Expert**.

Often, Spock's intimate knowledge of the universe, and his ability to analyze data, are the only factors which give Kirk enough information to save the ship and crew for whom he is responsible.

Put to the test

On **Stardate 4202.9**, (Earth year 2267), the *U.S.S. Enterprise* encounters an enormous alien device that destroys everything in its path and uses the rubble for fuel. Spock estimates that the artifact can be destroyed

PROFILE ON SPOCK

NAME: Spock

STARFLEET POSTING: Science Officer aboard the *U.S.S. Enterprise NCC-1701*.

CAREER PATH: 2252, posted to the *U.S.S. Enterprise NCC-1701*. 2252 to 2285, serves aboard the *Enterprise*. 2286 to 2293, serves aboard the *U.S.S. Enterprise NCC-1701-A*.

SCIENTIFIC AWARDS: Vulcan Scientific Legion of Honor, A7 Computer Expert classification.

FIRST SEEN: 'The Cage'



▲ **Spock's decision to join Starfleet rather than pursue a career in the Vulcan Science Academy caused a rift between him and his father; it is 18 years before they speak to each other again. But eventually, even Sarek is forced to admit that his son made the right choice.**

★ **Hands-on approach**
Spock's practical expertise is as good as his theoretical knowledge: he can make repairs and modifications as well as most engineers.



DEDICATED TO DUTY

★ On the bridge

Mr. Spock can usually be found at the science station on the bridge, ensuring that his expert knowledge is available to the captain when needed.

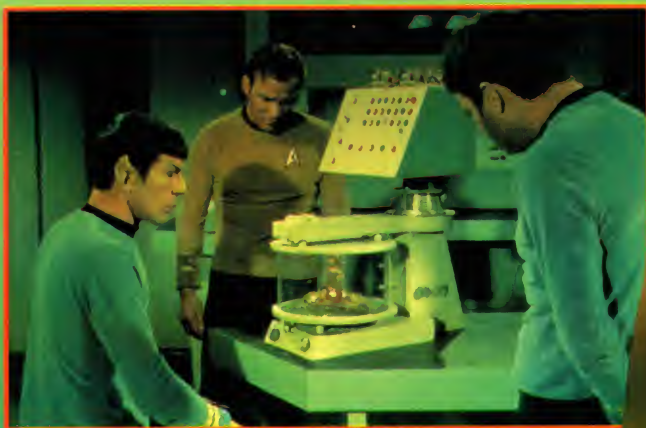
★ Disaster averted

Mr. Spock's contribution to the analysis of the neural parasites plaguing Deneva helps to determine that they can be destroyed by ultraviolet radiation.



★ Out and about

On landing party duty, Mr. Spock's quick analysis of tricorder readings can mean the difference between life and death for him and his colleagues.





Spock: Science Officer

★ Communication

Spock's extensive knowledge of other creatures and life forms is an enormous help when trying to communicate with such beings. His curiosity over the Companion led to him performing a successful mind-meld with the non-corporeal life form.



★ Wired up

Separated from his familiar 23rd-century technology during a trip into the 1930s era of Earth's past, Spock is able to improvise by using the available tools of the day. That he understands the principles of the technology he works with so intimately is the sign of a great scientist.

from the inside by overloading the impulse engines of the crippled and empty **U.S.S. Constellation**. This will yield a fusion explosion of 97.835 megatons, turning the *Constellation* into what is essentially a hydrogen bomb.

On **Stardate 4523.3**, the *Enterprise* is called to **Deep Space Station K-7** to protect grain that will help the **Federation** claim **Sherman's Planet** under the terms of the **Organian Peace Treaty**. **Nilz Baris**, Federation Under-Secretary of Agricultural

"I am a logical man, doctor ... I will do whatever logically needs to be done." — Mr. Spock to Dr. McCoy, on **Taurus II**



★ In command

Spock's scientific skill often places him on dangerous missions, such as alone in a shuttlecraft with only computers for company. In situations such as this, making sure his calculations are accurate can be the difference between life and death — he can rely on his skill alone.

Affairs, is surprised when Spock easily identifies the grain as **quadrottricale**. Spock calculates the reproduction rate of the **tribble**, a species that loves to consume this highly prized grain, with equal ease.

Spock's actions frequently demonstrate not only his familiarity with science and technology, but also his loyalty to the people he works with. On **Stardate 2947.3** Captain Kirk faces a court martial for negligence resulting in the death of a crewman under his command. Computer records show that Kirk is guilty, but Spock is convinced of his innocence. By playing **3D chess** with the *Enterprise's* computer, Spock determines that the computer has been tampered with. This leads to the discovery that the man Kirk is accused of killing is still alive, and that he has falsified the computer records to take revenge on Kirk.

On **Stardate 3012.4**, Spock again uses his computer expertise, this time to manipulate the computers at **Starbase 11** as part of a plan to send **Christopher Pike**, the previous captain of the *Enterprise*, to **Talos IV**.

Occasionally, Spock is called on to do things that not only save

lives, but push the forefront of science into areas previously unthought-of.

On **Stardate 1704.2**, while under the influence of the dangerous **Psi 2000** virus, **Lt. Kevin Riley** turns off the ship's engines. Because of the wildly fluctuating gravity of the planet **Psi 2000**, without her engines the orbit of the ship begins to decay, and the *Enterprise* seems certain to crash unless they can be restarted.

Spock joins his theoretical knowledge of the characteristics of matter and antimatter with **Chief Engineer Scott's** familiarity with ship's engines to create a new intermix formula. This allows them to restart the engines in less than half an hour, thus saving the ship.

Primitive science

In 2267, Kirk and Spock pursue **Dr. McCoy** through an alien entity that calls itself the **Guardian of Forever**. On the other side, Kirk and Spock find themselves on Earth in the 1930s, a time known as the Great Depression.

In order to discover what changes McCoy will make, and therefore stop him from making them, Spock must refer to **tricorder** recordings of the **Guardian's** display. Unfortunately, the tricorder is broken, and the proper spare parts are some 300 years in the future. But using only the primitive tubes, wires, and other components available in the 1930s, which he describes as "bear skins and bone knives", Spock manages to repair his tricorder sufficiently to show the recordings, ensuring that no lasting damage is done to the timeline.

On this occasion, Spock's expert scientific knowledge has saved not only the day, but the whole of history as we know it.

CONTINUING TRADITION



★ Short assignment

Sonak's career aboard the **U.S.S. ENTERPRISE** is short-lived. Sadly, the **Vulcan** is one of two crew members to be killed in a transporter malfunction before the refitted ship even leaves spacedock.

★ Back in the hot seat

Realizing that his destiny lies aboard the **U.S.S. ENTERPRISE**, Spock rejoins **Starfleet** and takes up his old post as **Science Officer**. The ship has a new bridge, and he has a new uniform.

A job for a Vulcan

When Spock retires from **Starfleet** and returns to his homeworld, **Admiral Kirk** is so familiar with the benefits of having a **Vulcan Science Officer** that he recommends a young officer named **Sonak** to take over Spock's role. When **Sonak** is killed by a faulty transporter, **Kirk** states that he would still like a **Vulcan** to fill the post. He gets his wish in a way he finds more than satisfactory when **Spock** agrees to rejoin **Starfleet** as **Science Officer** of the **U.S.S. Enterprise**, pursuing his lifelong devotion to science.





FILE 55 ANDROIDS

Data's Starfleet Friendships

Though incapable of experiencing emotions during the first 32 years of his operational life, Data has always been capable of forming friendships with a variety of beings, human and otherwise.

Although some **Starfleet** officers **Data** has served with, such as **Dr. Katherine Pulaski**, consider him to be a machine, little different to a sophisticated **tricorder**, many of Data's crewmates hold a very different view. Most consider him to be a valued friend, in the same way that they would think of an alien from another species as their equal.

Data's most enduring friendship on the **U.S.S. Enterprise NCC-1701-D** is with **Geordi La Forge**. Although La Forge is an expert with machinery, he experiences difficulties in establishing relationships with other people,

especially women. These personality traits may account for La Forge's ability to so easily maintain a friendship with Data, a sentient machine.

Another of the android's close friends on the *Enterprise*, the **Klingon Worf**, also has difficulty understanding humans, particularly when it comes to humor. Both Worf and Geordi find Data, who shares their problems, easy to relate to.

Learning about love

Other officers who have less trouble making friends are also honored to count Data among that number. **Chief Miles O'Brien** and **Keiko Ishikawa** ask him to play an important role in

DATA'S FRIENDS

NAME: Data

LIFE FORM: Humanoid android

BEST FRIENDS: Geordi La Forge (human), Worf (Klingon), Guinan (El-Aurian)

ROMANTIC LIAISONS: Tasha Yar, Jenna D'Sora (human); The Borg Queen (Borg)

PET: Spot [cat]

OTHER FRIENDSHIPS: Data gives away the bride at the wedding of Keiko Ishikawa and Chief Miles O'Brien.

HIGH REGARD: After setting the auto destruct sequence on the **U.S.S. Enterprise NCC-1701-E**, Captain Picard will not leave the ship until he has rescued Data from the Borg.



Although Data is an artificial being, he has enough personality to be considered as real as anyone else by his colleagues on the **U.S.S. ENTERPRISE**, many of whom he considers his friends.

DATA IN LOVE?

Pleasure circuits

As Data tells Tasha Yar, **Dr. Soong** built him to be "fully functional". Even before his emotion chip is installed, Data is capable of fulfilling all the physical needs of a romantic relationship, and his curiosity is enough to ensure that he responds to the advances of others. And he must be doing something right: he has more success with women than his friend Geordi.



★ **Physical**
When the **Psi-2000** virus affects Tasha Yar, Data is able to satisfy her needs. Data always retains a special attachment to Tasha, even after her death.

★ **Emotional**
By the time the **Borg Queen** tries to seduce Data, his emotion chip is installed and he can appreciate his experiences more fully.

their wedding ceremony, an event which Data uses to illustrate his understanding of human friendships in a report to **Bruce Maddox** of the **Daystrom Institute's** cybernetics division.

Data's most personal

involvement with a fellow officer takes place in 2364, when a variant of the **Psi 2000** virus infects the crew of the *Enterprise*. Data's biological subsystems render him susceptible to the virus. He experiences its inhibition-suppressing

BEST FRIENDS

★ More than colleagues

Data's best friend is the **U.S.S. ENTERPRISE's** Chief Engineer, **Geordi La Forge**. Geordi has problems forming relationships with humans, but Data proves easier to get along with.



Data's Starfleet Friendships

Wedding day

When Miles O'Brien and Keiko Ishikawa plan to get married aboard the *U.S.S. Enterprise*, they ask Data to give the bride away. Data finds the emotions surrounding the wedding confusing but intriguing, and considers it very helpful in understanding the nature of friendship.



★ Last-minute doubts

When Keiko thinks she can't go through with the wedding, she asks Data to pass the message on to her fiancé, Miles O'Brien.

★ All goes to plan

Luckily, Keiko changes her mind and the wedding goes ahead as planned. Data gets to dance with the bride.

effects when he visits the quarters of the *Enterprise's* chief of security, **Natasha Yar**. Yar, who is also affected by the virus, confesses her need for physical contact and companionship. Under oath in a subsequent legal hearing at **Starbase 73**, Data confirms that he and Yar had "been intimate".

After the effects of the virus are reversed, Yar is embarrassed by her behavior and bluntly tells him, "It didn't happen." However, their involvement makes a strong impression on Data. After Yar's death, a holographic portrait of her becomes one of his most prized possessions.

Three years later, Data becomes involved with another fellow officer, **Lieutenant Jenna D'Sora**. Data is interested in expanding his knowledge of emotional interactions, and so decides to respond to D'Sora's apparent romantic interest in him. However, D'Sora has just ended her relationship with another member of the crew, **Jeff Arton**, and soon realizes she has replaced one unemotional partner with another. D'Sora thus withdraws from her pursuit of Data – a decision which, predictably, has no emotional effect on the inquisitive android.

Data's next romantic liaison almost ends in tragedy. During the *U.S.S. Enterprise NCC-1701-E's* mission into the past, he is captured by the **Borg**, and the **Borg Queen** intends him to become her mate. The Queen offers Data the experience of sexual pleasure for the first time in more than eight years, but this is not enough to make him betray his

friends, especially not when Captain Picard has risked his life to rescue him. Data's sense of duty and regard for his friends' well-being ensure that he is able to resist the temptation offered by the Borg Queen. That Captain Picard is prepared to risk so much to rescue Data also illustrates that

his colleagues aboard the *Enterprise* have certainly come to regard him as much more than a mere machine.

There are times, however, when Data's machine nature can be a distinct advantage. As an android, he lacks the ability to grow bored, and is therefore the ideal person to engage in inane small talk with the less interesting guests, such as **Commander Calvin Hutchinson**, at diplomatic functions.

Learning experience

Data's friends have undoubtedly formed an attachment to him which is more than just the sentiment they would feel toward a piece of equipment, no matter how useful it had proved in the past; as time goes on, such attachments can only grow stronger. As Data learns more about the humans and other organic races with whom he



★ Non-Starfleet friendship

Data's friendship with a young alien girl causes trouble when he attempts to save her planet, thus violating the Prime Directive.

serves, he will grow to understand them better, especially with the addition of his new emotion chip. Until then, his childlike innocence and inquisitive charm appear to be enough to carry him through.

"Part of having feelings is learning to integrate them into your life, Data ... learning to live with them."

— Captain Picard to Data

MORE THAN A MACHINE

Valued friend

When **Commander Bruce Maddox** of the **Daystrom Institute's** cybernetics division wants to study Data, the android refuses, as he fears that disassembly could cause permanent damage. Maddox responds by attempting to prove that Data is Starfleet property rather than a sentient being who should be afforded rights, but Data's crewmates jump to his defense.

★ Captain and friend

Captain Picard plays an important role in the hearing to determine Data's status. Thanks to him, it is decided that Data is definitely not just a machine to be owned and treated as property.



★ Conflicting loyalties

Commander Riker has to take the opposite side in the hearing and argue that Data is only a machine. But past experience has shown him that Data is much more than that.

★ Tragic outcome

When Data's 'daughter', Lal, is in the same situation, her ability to feel emotion has tragic consequences. Lal is afraid of what might happen, and her positronic matrix shuts down.



Pistol Phaser: 2271

At the beginning of the 2270s, Starfleet introduces a range of new designs for everything from uniforms to refitted ships. Included in the new look is a sleeker, all-in-one **type-2 phaser**.

In line with changing fashions in civilian life and across other branches of the **United Federation of Planets**, the early 2270s sees a redesigning of almost all aspects of **Starfleet** equipment and technology. The bright, primary colors of the previous decade are abandoned in favor of softer, more neutral colors and streamlined designs.

By 2271, a new version of the **type-2 phaser** has come into general use by Starfleet personnel. Unlike the pistol phaser in use during the 2260s, which comprised the tiny **type-1 phaser** fitted into a larger body casing to provide more power and a wider variety of settings, the model in use at the beginning of the 2270s is a single unit. In essence, the new model

resembles the sleek design of the type-1 phaser, slightly elongated, with a handle attached. The settings and power levels remain similar to those of the previous decade's model; the differences are in design rather than function.

Without the need for the type-1 phaser to slot into the top, this new pistol phaser is slimmer and less bulky than previous models.



Like the earlier pistol phaser, the model which is in service by 2271 closely resembles the shape and style of old-fashioned projectile guns.

PISTOL PHASER 2271



1 TRIGGER Unlike the type-2 phaser of the 2260s and the even older projectile pistols, this model of phaser can only be fired by one trigger on the handgrip. This is usually operated by the forefinger of the firing hand.

Power level indicators and settings

A phaser can become a dangerous weapon when found in the wrong hands, including Starfleet officers influenced by the evil Khan.



The Starfleet regulation sidearm, the phaser, has transformed over the years to become more streamlined, energy efficient, powerful and easy to use. Thephasers in use from 2271 prove versatile, and have a distinctive look.



2 ALL IN ONE Unlike the previous model, this type-2 phaser is a single unit rather than the type-1 phaser mounted into a larger body casing. The type-1 phaser used during the same period keeps to a design similar to that of previous and subsequent models, but is a completely separate weapon.

Pistol Phaser: 2271

Overall, however, the look still resembles that of the old, pre-phaser pistols which fired projectiles such as lead bullets. The phaser resembles an obvious weapon, and is still designed to be held and fired in the same way as previous models.

Design changes

The major difference in its design from models which come before and after is that the beam is emitted from a wide, narrow strip rather than from a single point. Unlike the the older, two-piece version, the phaser has only one trigger. This is located on the top of the unit and is operated by the forefinger of the firing hand. The

older type-2 phaser has a top firing trigger and a trigger on the handle. This function is due to the two-part nature of that model of phaser.

Although a newer model is introduced in 2285, returning to a style similar to the the old design of a type-1 phaser which clips into a larger casing, it would appear that the single-unit model is not removed from general issue until much later. When the crew of the *U.S.S. Enterprise NCC-1701-D* travel through a temporal rift and emerge in 2344, they meet their ship's immediate predecessor, the *U.S.S. Enterprise NCC-1701-C*. The crew of this ship still use the all-in-one model of type-2 phaser, more than 70 years after it is first

▼ **The type-2 phaser introduces a wider, multi-strand beam which offers the user a more varied shot dispersal. When in the wrong hands, though, the phaser is a formidable weapon of power and destruction.**

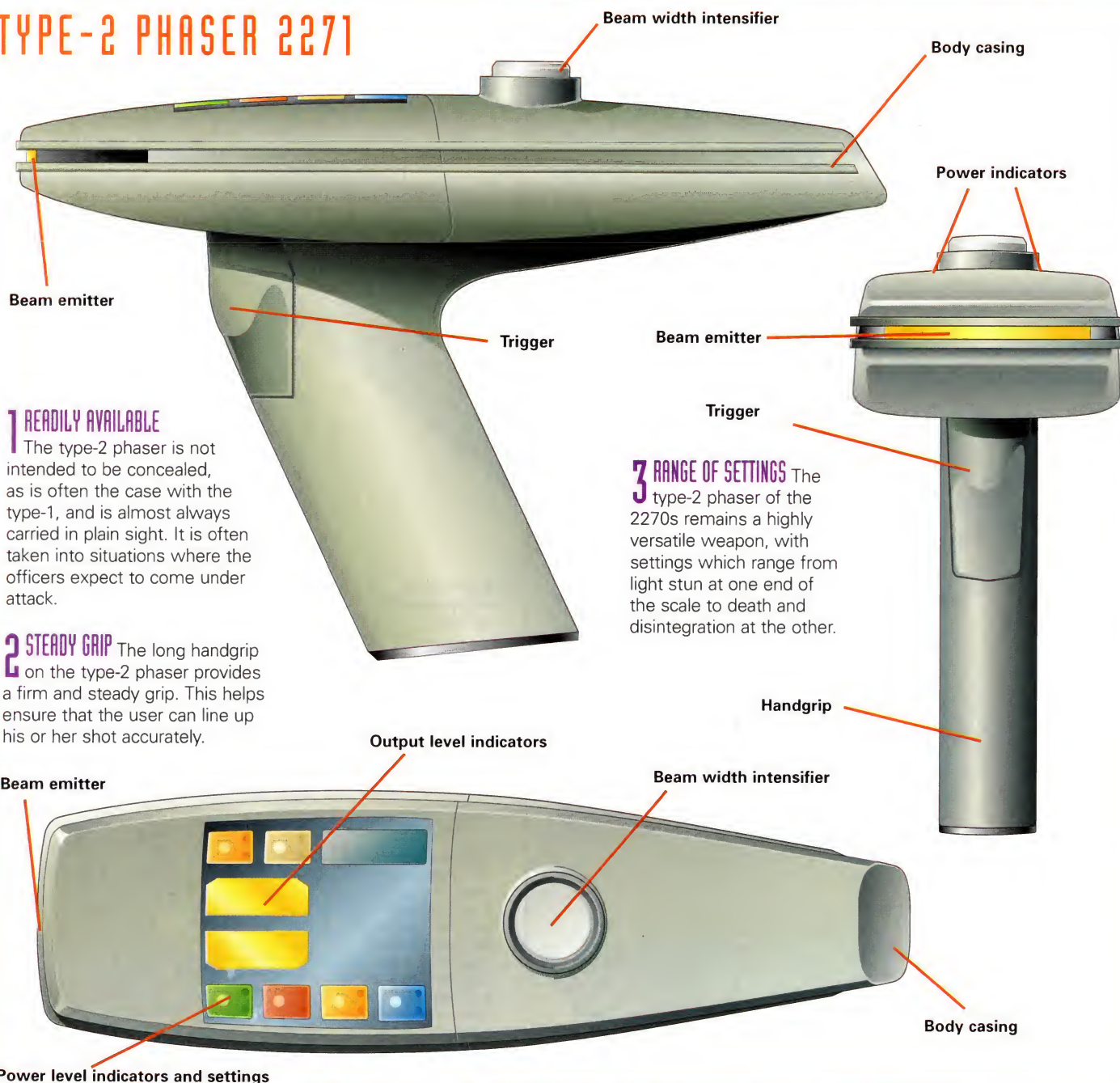


introduced. This is a good indication that the style is reliable, safe, easy to use, rugged, and – most importantly – effective.



▲ **A well-charged pistol phaser ensures that the officer who carries it feels protected from the hostile life forms he may encounter in the line of duty.**

TYPE-2 PHASER 2271



1 READILY AVAILABLE

The type-2 phaser is not intended to be concealed, as is often the case with the type-1, and is almost always carried in plain sight. It is often taken into situations where the officers expect to come under attack.

2 STEADY GRIP

The long handgrip on the type-2 phaser provides a firm and steady grip. This helps ensure that the user can line up his or her shot accurately.

3 RANGE OF SETTINGS

The type-2 phaser of the 2270s remains a highly versatile weapon, with settings which range from light stun at one end of the scale to death and disintegration at the other.



'Unification' Part I

Ambassador Spock is missing. When Starfleet Intelligence reports suggest he is on Romulus, and has perhaps defected, Captain Picard and Data are tasked with discovering the truth . . . with the help of a clue from Spock's dying father and some convincing disguises.

CAPTAIN'S LOG STARDATE 45233.1

"Our terraforming mission to Dora I has been cancelled and the ENTERPRISE recalled to Starbase 234. Fleet Admiral Brackett would not discuss the matter on subspace, for reasons she said would soon become clear."

Captain Picard is stunned when he is shown a recording of **Ambassador Spock** on **Romulus**. The famous **Vulcan** disappeared three weeks ago, and **Starfleet** is worried that he may have defected. Picard's mission is to find Spock and bring him back.

Starfleet has also found wreckage from a Vulcan ship on a crashed **Ferengi** vessel.

On Vulcan, a dying **Sarek** tells Picard that Spock is friends with **Pardek**, a reformist **Romulan**. The **U.S.S. Enterprise NCC-1701-D** leaves Vulcan and heads for the **Klingon Empire**, where Picard persuades **Chancellor Gowron** to give him the use of a **Klingon Bird-of-Prey**.

Geordi La Forge has identified the wreckage of the Vulcan ship: it comes from the **T'Polu**, a ship which has been decommissioned and should be at the **Zed-15** depot on **Qualor II**. Picard sends **Commander Riker** to the depot to investigate, while he and **Data** board the Klingon ship and head for Romulus.

The plot thickens

At the depot, the **Enterprise** discovers that the **T'Polu** has disappeared. Components from the Vulcan ship were supposed to be beamed to the **U.S.S. Tripoli**, but that ship is missing too. Riker cuts the **Enterprise's** engines and waits. On the **Bird-of-Prey**, Picard receives news that Sarek has died. The **Enterprise** watches as a heavily armed smuggler's ship arrives at the **Tripoli's** coordinates. The smuggler's ship attacks them, and when **Worf** returns fire the vessel unexpectedly explodes, destroyed by its own volatile cargo of weapons.

When the Klingons arrive at Romulus, Picard and Data disguise themselves as Romulans and beam down to the surface. Meanwhile, Pardek has a meeting with **Neral**, a proconsul, who tells him that Picard has arrived on the planet.

Picard and Data wait for Pardek in a cafe, but when they try to speak to him two guards step into their path and lead them away. The soldiers take the **Federation** officers into some caves, where Pardek explains that they had to get them off the streets as quickly as possible. Picard tells Pardek why they are here, and a shadowy figure emerges from the darkness. It is Spock.

ON SCREEN...



1 Starfleet Intelligence has received a worrying report: Ambassador Spock has disappeared, and has been sighted on Romulus. He may have defected.



3 At the Zed-15 depot, the U.S.S. ENTERPRISE is positioned amid the decommissioned ships, taking the place of the missing U.S.S. TRIPOLI.



5 On Romulus, Picard and Data are taken to a dark, mysterious cave by the Romulan guards. They have found Pardek, and soon discover that they are closer to their goal than they thought.



2 Sarek has been suffering from the degenerative Bendii Syndrome disease for some time, and his memory is muddled. But the famous Ambassador is still able to help Picard; he suggests that his son may have gone to Romulus to talk to Pardek, a senator who is sympathetic to reunification.



4 A ship appears at the coordinates to which the salvaged equipment is being transported. What is intended as a warning shot causes the vessel to explode.



6 The shadowy figure emerging from the darkness pulls down his hood to reveal his true identity. Now there can be no doubt: Spock, the legendary Vulcan ambassador, is indeed on Romulus.





'Unification' Part II

Spock has been betrayed. The Romulans have their own ideas about 'reunification'; they intend to invade and conquer Vulcan with the aid of stolen Vulcan ships and a message of peace that the captured Spock will be forced to broadcast — unless Picard and Data can help to thwart the plan.

On Romulus, Picard tells Spock that Sarek is dead. Spock explains that Pardek has persuaded him that the time is ripe for the reunification of the Vulcan and Romulan people. He has come to talk to Neral, a new proconsul, who may be able to help.

Spock's meeting goes well, but when the Vulcan has left, Sela steps into the room. Spock suspects a trap, but is determined to continue. He and Picard beam up to the *Klingon Bird-of-Prey*.

Meanwhile, Riker learns that components from the *T'Pol* were delivered to a ship at Galorndon Core. He informs Picard, who sends him to investigate.

When Picard, Spock, and Data return to the surface they are captured by Sela, and Spock realizes that Pardek has betrayed him. Sela explains that the Romulans are preparing an invasion of Vulcan. Spock will announce that a peace delegation is leaving Romulus in three Vulcan ships; in reality, the ships will contain an invasion force. Spock refuses to help, but it doesn't matter: Sela has prepared a hologram of him which will deliver his speech. Sela leaves her captives locked in her office, and Spock and Data rapidly start work on an escape plan.

Invasion thwarted

The *U.S.S. Enterprise NCC-1701-D* detects the Vulcan ships crossing the Neutral Zone. When Sela returns she is confronted by holograms of Riker and two Starfleet officers. While she is distracted, she and her guards are overpowered by the prisoners.

Spock uses his speech to warn the Federation. Riker sets course to intercept the invasion force, but before he can act, a *Romulan Warbird* decloaks and destroys the Vulcan ships, killing the Romulan troops.

Picard and Data are ready to leave Romulus, but Spock chooses to stay behind as he believes he can still help the Romulan resistance. Before Picard goes he and Spock mind-meld, allowing Spock to communicate with the last traces of his father.

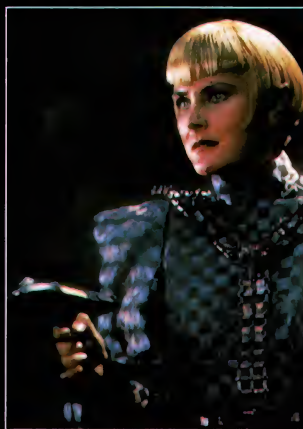
ON SCREEN...



1 Spock explains his presence on Romulus to Picard: he is here to discuss the possibility of reunification between the Romulan and Vulcan races. It appears that Proconsul Neral is sympathetic to the cause.



2 Riker's investigations lead him to a seedy bar and a shifty Ferengi. With so much at stake, there is little time for pleasantries; Riker shows the Ferengi he means business. The tactic works, and the bigger picture starts to become clear.



3 All the talk of reunification is lies; it is a cover for Sela's plan to invade Vulcan. The Romulans intend to use the 'peace talks' to get an invasion force close enough to Vulcan to attack. Pardek has betrayed Spock.



4 Spock and Picard are trapped. Spock will be forced to transmit a message to his homeworld, telling them that the Romulans are coming in peace.



5 Spock and Picard distract Sela by creating a holographic projection. This hides them, and makes it appear that the cell contains Commander Riker and two other Starfleet officers.



6 Spock and Sarek never melded, and Spock regrets that he missed the chance to fully understand his father. By melding with Picard, he can finally touch Sarek's mind.

STARSHIP FACTS

A Picard and Data are not the only *U.S.S. Enterprise* officers to have impersonated Romulans. Deanna Troi is kidnapped and forced into a similar disguise in 2369.



FILE 70 STAR TREK: DEEP SPACE NINE

'The Way of the Warrior'

The Klingons have their own ideas about counteracting the Dominion threat, but they seem likely to cause even more problems for the staff of *Deep Space Nine* unless Commander Worf — a Starfleet officer and a Klingon — can sort things out.

'THE WAY OF THE WARRIOR'
STARDATE 48011.4

"Captain Sisko ... I bring you greetings from your allies in the Klingon Empire. It has been a long journey; my men require shore leave."

— General Martok

The crew of *Deep Space Nine* practice defending the station against a **Changeling** attack, but it's obvious that they are not ready for the **Founders** yet.

Kasidy Yates is back on the station. **Ben Sisko** has prepared a meal for her, and gives her a present — a scarf made of **Tholian** silk. Before they can settle down to eat, Sisko is called to Ops. A **Klingon** ship decloaks and its commander, **General Martok**, requests shore leave for his men. Sisko agrees, and watches in amazement as an entire fleet decloaks.

Martok comes aboard and insists that **Major Kira** and Sisko undergo a blood test to prove they are not Changelings. Once satisfied, he explains that the fleet has been sent to fight the **Dominion**.

The next morning **Garak** and **Odo** meet for breakfast, and Odo demonstrates how he can absorb and manipulate liquid. Garak is concerned about the Klingons, and when two Klingons accost **Morn**, Odo is forced to intervene. Later the same day, a group of Klingons attack Garak, beating him badly. Garak refuses to press charges and insists that he is puzzled: as far as he knows, Klingons and **Cardassians** get along fine.

Klingon lines of defense

In Ops, the station receives a distress call from Kasidy's ship, the **Xhosa**, and Sisko takes the **U.S.S. Defiant** to investigate; a Klingon ship has the **Xhosa** in a tractor beam. The commander, **K'Bok**, tells Sisko that they are searching for Changelings, but Sisko forces him to back down.

The Klingons withdraw to neutral space, and Martok visits Sisko. The Klingon general slams K'Bok's dagger down on the table; K'Bok has been killed for disobeying orders. Realizing that he needs some help in dealing with the Klingons, Sisko contacts **Starfleet** and requests that **Lieutenant Commander Worf** be assigned for duty on *Deep Space Nine*.

When Worf arrives, he tells Sisko that since the **U.S.S. Enterprise NCC-1701-D** was lost he has been uncertain about his future, and has been considering resigning. In **Quark's** bar, he joins **O'Brien** and **Bashir**. **Dax** and **Kira** soon arrive from the **holosuite**, and Dax is obviously taken with Worf.

ON SCREEN...



1 Odo emerges from hiding. If he had really been a Changeling invader, Bashir would be dead. The staff of **DEEP SPACE NINE** will have to do better than this to be sure of defending the station.



2 A Klingon ship arrives at the station and its commander, General Martok, asks if his men can come aboard. When Sisko gives permission, an entire Klingon fleet decloaks.



3 When the Klingons refuse to talk to humans, Sisko tries a new tactic: he requests that Worf be assigned to **DEEP SPACE NINE**.



4 None of the Klingons want to tell Worf anything about their plans, but a chat about old times will help loosen even a Klingon's tongue.



5 Sisko cannot warn Cardassia of the planned Klingon invasion, but he can ensure that Garak 'accidentally' overhears everything that he knows.



6 On board his ship, Gowron asks Worf to join him, but the Starfleet officer refuses. To punish him, Gowron strips him of all titles and his family of its land.



'The Way of the Warrior'

Meanwhile, a Klingon is causing trouble at the bar. When Worf finds out that it is Martok's son, he knocks him down and takes his dagger. Later, Martok comes to Worf's quarters to collect it. Worf asks him why he is here, but the general will only tell him that he is following orders.

Later, Dax finds Worf in the holosuite, where he is using her Klingon exercise program, and offers to fight him. After he has won, Worf tells her that none of the Klingons will talk to him, and she suggests that he call in some favors from friends of the family. That night, Worf gets drunk with an old friend of his father's.

In the morning, Worf tells Sisko that the Klingons are planning to invade Cardassia. There has been a rebellion there, and the Klingons are convinced that the Dominion are involved. Sisko calls Martok and tells him to call off the attack, but the Klingon refuses. As soon as Martok leaves the station, his fleet sets course for Cardassia.

Soon, **Gowron** arrives at *Deep Space Nine* and demands to speak to Worf. He asks Worf to join him, and when the Starfleet officer refuses Gowron strips his family of its lands and titles.

Seeking a different path

O'Brien finds Worf on the promenade. The Klingon officer tells him that he has decided to resign, but that he doesn't know what he'll do next. However, Sisko refuses to accept Worf's resignation.

The Klingons are approaching Cardassia, and Sisko decides to become involved. He contacts **Gul Dukat**, who is now part of the civilian government, and offers to escort the **Detappa** council to safety.

Sisko takes the *Defiant*, under cloak, into Cardassian space. They find Dukat's ship under attack from Klingon vessels; Sisko decloaks and attacks them. Worf modifies the tractor beam to deflect the disruptor fire, and the *Defiant* beams Dukat and the Council aboard. The *Defiant* sets course for home, but the cloak has been disabled and two Klingon ships follow them; Sisko contacts *Deep Space Nine* to warn them. When the *Defiant* arrives, several dozen Klingon ships decloak around the station. The *Defiant* docks, and everyone on the station prepares for battle.

Martok and Gowron demand that Sisko hand over the Council members. Sisko warns them that the station is heavily armed, but the Klingons attack anyway.

There is a furious battle, and despite heavy losses the Klingons board the station.

Sisko's people fight back and manage to repel the boarding parties. Gowron threatens to attack again, but Worf and Sisko tell him that a Starfleet task force is on the way, and insist that fighting is pointless and will only destroy the Klingon Empire – which is what the Founders want. Reluctantly, Gowron breaks off the attack, but warns Sisko that he will not forget

what has happened.

Later, Sisko brings Worf his discharge papers. He tells him that he once considered resigning, but decided against it when he realized that he was running from himself and not from Starfleet. Worf is struck by Sisko's words, and makes a momentous decision: he reports for duty as *Deep Space Nine*'s new Strategic Operations Officer.

ON SCREEN...



7 The U.S.S. *DEFIANT* joins the fight, and rescues the fleeing Cardassian councilors from the Klingons. The Cardassians' ship is badly damaged, but the *DEFIANT* is able to beam them aboard to safety.



8 On the bridge of the *DEFIANT*, Sisko loses a bet with Dax: he thought Gul Dukat would thank him for the rescue before complaining about what is happening. But the Cardassian proves him wrong.



9 When the *DEFIANT* returns to *DEEP SPACE NINE*, the crew find that the station is surrounded by an enormous Klingon fleet which has recently decloaked. The Klingon Empire does not intend to back down on its plans, and these include taking over the station. The *DEFIANT* docks, and the crew prepare to defend themselves ... against the Klingons rather than the Changelings they had practiced for earlier, and hopefully with more success.



10 Once again, Worf is forced to prove where his loyalties lie, and sides with Starfleet against his people. He and the other *DEEP SPACE NINE* personnel are able to overcome the Klingon invaders, and Sisko convinces Gowron that by continuing to fight he risks losing a greater battle.



11 The events on the station have forced Worf to reevaluate who he is and where his future lies. Although he has thought long and hard about leaving Starfleet, it has always been the place where he has felt most at home. He decides to remain on the station in a new role: Strategic Operations Officer.

STARSHIP FACTS

A When Chief O'Brien and Worf reminisce about the good old days on the U.S.S. *Enterprise NCC-1701-D*, one of the things they remember is how they never seemed to be able to make the holodeck work properly.

B continued

bouillon, vegetable

A favorite replicator dish of the **U.S.S. Voyager's** **Captain Kathryn Janeway**. She preferred it to the spinach juice ordered by **Kes**. (Starship Log: 'Eye of the Needle' [VOY]) **SEE FILE 71**

Bounty, H.M.S.

Legendary British sea vessel whose crew staged an infamous mutiny in 1789. **Admiral James T. Kirk** and his senior crew rechristened the purloined **Klingon** ship in which they returned to Earth after the *Bounty*. (Starship Log: *Star Trek IV: The Voyage Home*) **SEE FILES 34, 74, 75**

bow and arrow

Using his knowledge of archery science, **Tuvok** constructed a version of this rudimentary weapon when **Culluh** stranded most of the **U.S.S. Voyager** crew on a hostile planet in 2371. (Starship Log: 'Basics', Part II [VOY]) **SEE FILE 71**

Boyce

This **U.S.S. Defiant** crew member was killed during a **Jem'Hadar** assault in 2371. (Starship Log: 'Starship Down' [DS9]) **SEE FILES 29, 70**

Boyce, Dr. Phillip

Chief Medical Officer on the **U.S.S. Enterprise NCC-1701** in 2254. (Starship Log: 'The Cage'; 'The Menagerie' Parts I and II [TOS]) **SEE FILES 20, 43, 67, 68**

Boylen

This **U.S.S. Pegasus** crew member died in 2358, when his ship was lost. He was an acquaintance of the then-**Ensign Riker**, who he referred to as 'Baby Face'. (Starship Log: 'The Pegasus' [TNG]) **SEE FILES 31, 43, 69**



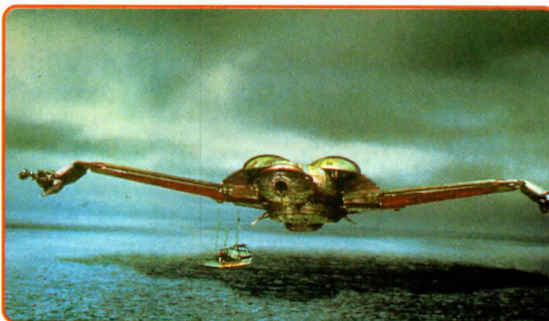
▲ The **U.S.S. BOZEMAN** left starbase in 2278. After what seemed like only a few weeks, the crew found themselves 90 years in the future.

Bozeman, U.S.S.

This Federation starship was caught in a temporal causality loop from 2278 to 2368. In 2371, the **U.S.S. Bozeman's** minor course correction allowed **Picard** and **Data** to track the **Nexus** energy ribbon. (Starship Log: 'Cause and Effect' [TNG]; *Star Trek Generations*) **SEE FILES 5, 31, 69, 79**

Bracas V

This **Class-M** planet has a coral reef where **Commander Geordi La Forge** once went skin diving while on vacation. (Starship Log: 'The Loss' [TNG]) **SEE FILES 43, 69**



▲ This **KLINGON BIRD-OF-PREY**, commandeered by **Admiral Kirk** and renamed the **H.M.S. BOUNTY**, journeyed into the past and was instrumental in saving Earth from the **CETACEAN PROBE**.

Brack, Mr.

One of the identities of the almost immortal human known as **Flint**. In 2239, he used this alias to purchase planet **Holberg 917-G**, in order to build a castle. (Starship Log: 'Requiem for Methuselah' [TOS]) **SEE FILES 44, 68**

Brackett, Fleet Admiral

This high-ranking **Starfleet** officer ordered **Jean-Luc Picard** and the **U.S.S. Enterprise** to travel to **Vulcan** to investigate the disappearance of **Spock** in 2368. (Starship Log: 'Unification' Part I [TNG]) **SEE FILES 19, 69**

Bractor

This **Ferengi** commander of the **Kreechta** assault ship blundered into a **Starfleet** wargame between two Federation vessels in 2365. (Starship Log: 'Peak Performance' [TNG]) **SEE FILES 51, 69**

Bradbury, U.S.S.

Wesley Crusher intended to take this **Federation** ship to enroll in **Starfleet Academy** in 2366, but he missed his flight during the rescue of **U.S.S. Enterprise** crew members from a **Ferengi** ship. (Starship Log: 'Ménage à Troi' [TNG]) **SEE FILES 43, 69**

Bradley, Jessica

This **holodeck** being was based on a wealthy and attractive character from the **Dixon Hill** stories. She was murdered in 'The Big Goodbye' holonovel. (Starship Log: 'The Big Goodbye' [TNG]) **SEE FILES 56, 69**

Brahms, Dr. Leah

A member of the Theoretical Propulsion Group who helped design the warp engines on the **Galaxy-class U.S.S. Enterprise**. **Geordi** programmed a **holodeck** version of Dr. Brahms, much to the real Brahms' displeasure. (Starship Log: 'Booby Trap', 'Galaxy's Child' [TNG]) **SEE FILES 25, 43, 64, 69**

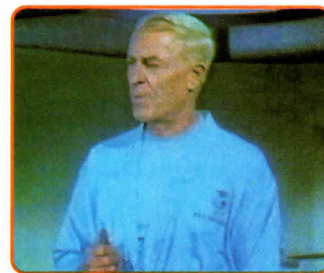
brain-circuitry pattern

Known as **BCP**, this diagnostic and identification tool is used to chart the unique characteristics of an individual's neural activity. (Starship Log: 'The Lights of Zetar' [TOS]) **SEE FILE 69**

Brak

A character in **Ferengi** children's books. **Quark** had fond memories of reading "See Brak acquire. Acquire, Brak, acquire" to **Nog** as a baby. (Starship Log: 'Accession' [DS9]) **SEE FILES 14, 51, 70**

bouillon, vegetable
Bounty, H.M.S.
bow and arrow
Boyce
Boyce, Dr. Phillip
Boylen
Bozeman, U.S.S.
Bracas V
Brack, Mr.
Brackett, Fleet Admiral
Bractor
Bradbury, U.S.S.
Bradley, Jessica
Brahms, Dr. Leah
brain-circuitry pattern
Brak
brak'lul
Branch, Commander
Brand, Admiral
braq'taQul
Braslota System
Brattain, U.S.S.
Brax
Bre'el IV
bread crumbs
Brechtian Cluster
Breen
bregit lung
brek'tal
Brekka



▲ Dr. **Phillip Boyce** was one of **Dr. McCoy's** predecessors in the post of **Chief Medical Officer** aboard the original **U.S.S. ENTERPRISE NCC-1701**.



▲ Dr. **Leah Brahms** was not amused when **Geordi** incorporated her likeness into a **holodeck** program.



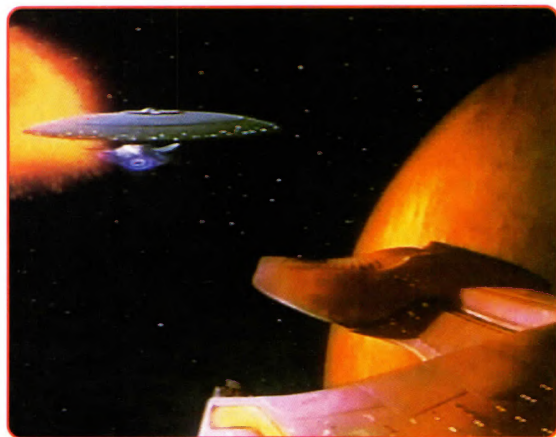
▲ When Worf was paralyzed in the line of duty, he believed his life was no longer worth living. While doctors argued over the ethics of using him as a guinea pig for experimental new treatment, his functions returned naturally, thanks to the brak'lul.

brak'lul Terminology for the systemic redundancy that exists in all vital functions of the Klingon body. Each organ or part has an alternate or backup that continues to perform if one of the pair is disabled. (Starship Log: 'Ethics' [TNG]) SEE FILES 11, 69

Branch, Commander Officer in charge of the *Epsilon Nine* station when it was consumed by the V'Ger machine-cloud. Branch's final transmission revealed that V'Ger was interpreting normal scans as a hostile act. (Starship Log: *Star Trek: The Motion Picture*) SEE FILES 19, 32, 42, 72

Brand, Admiral The Superintendent at Starfleet Academy in 2368. She headed the inquiry into the fatal collision involving members of *Nova Squadron*. (Starship Log: 'The First Duty' [TNG]) SEE FILES 19, 43, 69

braq'taQul This Klingon dish, consisting of worm- or eel-like creatures, is often served live. It is a popular choice on the menu of *Deep Space Nine*'s Klingon restaurant. (Starship Log: 'Melora' [DS9]) SEE FILES 19, 43, 69



▲ When a Ferengi ship found two Starfleet vessels apparently fighting one another, the DaiMon assumed that a valuable prize must be at stake and joined the fight. In fact, the ships were taking part in a training exercise.

Braslota System Location of the 2365 wargame exercise between the U.S.S. *Enterprise* NCC-1701-D and U.S.S. *Hathaway* NCC-2593 starships, into which the Ferengi ship *Kreechta* blundered. (Starship Log: 'Peak Performance' [TNG]) SEE FILES 4, 19, 69

Brattain, U.S.S. Federation science craft which disappeared into *Tyken's Rift* in 2367. Only one crew member was found alive; the others apparently killed each other as a result of REM deprivation-induced psychosis. (Starship Log: 'Night Terrors' [TNG]) SEE FILES 31, 69

Brax Vash maintained that the inhabitants of this planet referred to the extradimensional entity Q as 'The God of Lies'. (Starship Log: 'Q-Less' [DS9]) SEE FILES 17, 70



▲ The grateful inhabitants of Bre'el IV assumed their planet had been saved by the crew of the U.S.S. *Enterprise* NCC-1701-D, unaware that the moon which threatened their world was actually returned to its normal orbit by Q.

Bre'el IV The population of Bre'el IV was endangered by an imminent collision with the planet's moon in 2366. After the U.S.S. *Enterprise* failed to alter the moon's course, Q returned it to a normal, safe orbit. (Starship Log: 'Deja Q' [TNG]) SEE FILES 3, 57, 69

bread crumbs Referring to an ancient method for finding one's way out of a maze, *Ensign Kim* created a trail of transponder 'bread crumbs' so an away team could enter Vidiian-held caves on *Avery III*. (Starship Log: 'Faces' [VOY]) SEE FILES 71

Brechtian Cluster This star system was the intended destination of the *Crystalline Entity* when it was destroyed in 2368. (Starship Log: 'Silicon Avatar' [TNG]) SEE FILES 5, 69

Breen This exceedingly warlike and independent race hail from a homeworld which is a frozen wasteland, prompting them to avoid most temperate climates. The Breen possess superior cloaking abilities and are immune to empathic contact by *Betazoids*. (Starship Log: 'The Loss' [TNG]; 'Indiscretion' [DS9]; 'Elogium' [VOY]) SEE FILES 18, 69, 70, 71

bregit lung A Klingon main course dish. Will Riker ate bregit lung in 2365, while serving aboard the *I.K.C. Pagh* during his stint in the Officer Exchange Program. (Starship Log: 'A Matter of Honor' [TNG]) SEE FILES 11, 43, 69

brek'tal This Klingon ritual permits a slain leader's place as head of his House to be taken, along with his wife, by the victor. *Grilka* took advantage of the rule after *Quark* claimed to have killed her husband, *Kozak*, in 2371. (Starship Log: 'The House of Quark' [DS9]) SEE FILES 11, 48, 51, 70

Brekka This planet is home to the *Brekkan* race, and is located in the *Delos* star system. (Starship Log: 'Symbiosis' [TNG]) SEE FILES 3, 18, 69